



SEGA



SEGA SATURN



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T-8119H



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CALTECH HIGH ENERGY
RESEARCH FACILITY,
PASADENA, CA.

CHIKES!
YOU DO WELL
AT ASSAULTING
NNOCENTS--

--NOW TASTE
THE FURY OF A
TRUE WARRIOR!

X-O
MANOWAR!

SHARRR--

HURRY! MISTRESS CRESCENDO
WILL HAVE HER PRIZE! THE
BARBARIAN MUST NOT
INTERFERE!

FOOOOSH

I DON'T
KNOW WHAT
YOU'RE UP TO,
CRESCENDO--

--BUT YOU
WILL PAY FOR
THIS CRIME!

CRESCENDO'S
LAST HOURS
LATER.

MISTRESS...
WE HAVE THE
FRAGMENT!

A SMALL
PRICE TO RULE
A UNIVERSE.

IF OUR
ALLIES ON THE
"OTHER SIDE" HAVE
DONE THEIR JOBS,
THEN NOTHING--

--NOT EVEN
X-O MANOWAR--
CAN STOP US!

NOW SHOW
ME THIS "ROCK
OF REALITY",
AUGUR.

AT ONCE,
MY LADY.

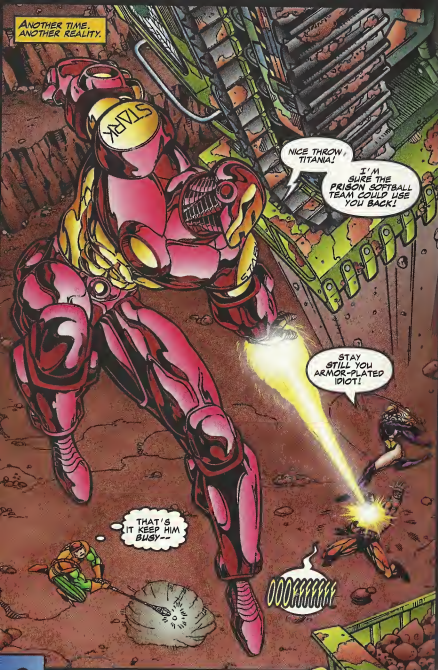
X-O TRIED
TO INTERCEDE. HE
CUT DOWN TWENTY
OF OUR MEN.

EXCELLENT,
AUGUR.

TWENTY,
TWENTY THOUSAND,
TWENTY MILLION--

GLORIOUS!

ANOTHER TIME.
ANOTHER REALITY.



THE ISLE
OF EXILES.



WE GOT THE
CUBE FRAGMENT,
BARON, BUT--

--IRON MAN
STUCK IN HIS
NICKEL-PLATED
NOSE AND ALMOST
STOPPED US!

YES...



A FEW
MORE PIECES
AND THE PUZZLE
WILL BE COM-
PLETE, ZOLA.

THEN THE
SECRETS WILL
BE REVEALED
TO US!

MELTER,
REPORT.

HIS INTERFERENCE
WAS NOT UNEXPECTED,
BUT IRON MAN'S FOR-
MIDABLE OPPOSITION
IS TOO LITTLE,
TOO LATE.



WE NOW HAVE
ENOUGH SHARDS OF
THE COSMIC CUBE TO
OPEN A RIFT BETWEEN
THE DIMENSIONS.

WHEN COMBINED WITH
THOSE PIECES COLLECTED
BY OUR ALLIES FROM
THE "OTHER SIDE" --

--THE POWER TO
RESHAPE REALITY
WILL BE MINE!

I WILL
BE A
GOD!



IS ALL IN
READINESS FOR
THE ARRIVAL OF
OUR GUEST?

YES,
BARON.

GOOD
LET US
BEGIN!



MOMENTS
LATER.

MORE
POWER,
ZOLA--

--THE DIMENSIONAL
GATE HAS ALMOST
STABILIZED!

AS YOU
COMMAND,
BARON.

BARON ZEMO. I BRING YOU
GREETINGS FROM THE FIRST ONE,
MISTRESS CRESCENDO.

SHE WISHES ME
TO CONVEY THAT ALL
GOES ACCORDING TO
SCHEDULE.

EXCELLENT.

EACH SHARD OF THE
COSMIC CUBE... THE "ROCK
OF REALITY" AS YOU
CALL IT--

--BRINGS US
ONE STEP CLOSER
TO ABSOLUTE
POWER!

CAN YOU STAND
AGAINST US?

STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in one or two Saturn Controllers (or Mission Sticks).



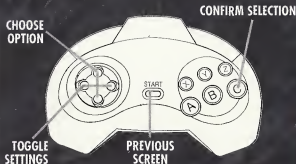
Note: Iron Man/X-O Manowar in Heavy Metal is for two players.

2. Place the Iron Man/X-O Manowar in Heavy Metal disc, label side up, in the well of the CD tray and close the lid.



3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

Important: Your Sega Saturn™ CD system contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



STARTING UP

When the title screen appears, press the **START BUTTON** to get to the Main Menu, where you may select one of these options by highlighting and pressing the **START BUTTON**: **ONE PLAYER START**, **TWO PLAYER START**, **PASSWORD** or **GAME OPTIONS**.

START Brings you to the Hero Select screen, where you can choose to play as Iron Man or X-O Manowar.

PASSWORD

After successfully completing certain areas, you will receive a password. Enter a password to resume gameplay at the level associated with your password. To enter a password, use the D-PAD to highlight and change characters, then press the C BUTTON to confirm your password and begin gameplay.

OPTIONS



MUSIC

Choose to play with music On or Off.

MUSIC TEST

Hear samples of the in game music.

MUSIC LEVEL

Set the music volume.

SOUND EFFECTS

Choose to play with sound effects On or Off.

SOUND EFFECTS TEST

Hear samples of the sound effects used in the game.

SOUND EFFECTS LEVEL

Set the sound effects volume.

STEREO

Choose between stereo and monaural sound.

CONTROL CONFIGURATION

Set your controller buttons to suit your play style. To do so, highlight this option and press the C BUTTON. At the Configuration Screen, press LEFT or RIGHT on the D-PAD to toggle to the desired setting, then press the START BUTTON to confirm your choice and return to the options screen.

DIFFICULTY

Choose from Wimpy, Tough Guy and Super Hero skill levels.

EXIT

Press the START BUTTON to return to the Game Select screen to begin game play.

HERO SELECT SCREEN



After choosing a Game Mode, you will see the Hero Select screen, where you choose which hero you will play as. When your hero selection is

locked in (using the START BUTTON), the hero will stop rotating. In any two player game, both players can choose the same hero. Follow on-screen prompts to make selections.

MISSION BRIEFINGS

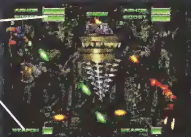
Once a hero has been selected, you will see a screen detailing what the mission objectives are, known enemies you may encounter, and other important tactical information. The mission briefing has 3 main files: Mission Briefing, Objectives and Threat Assessment. Move the D-PAD LEFT or RIGHT to toggle through the files. Press the START BUTTON to skip the briefing screens.

GAME FEATURES

GAME SCREEN

ARMOR & BOOST METERS

WEAPONS METER



Energy Meters:

Armor and Boost Meters

At the top of the screen are two horizontal meters. The top meter measures your current Armor (health) level. The lower meter measures your Flight Boost power. This level is replenished automatically when your character is not using boost. Certain actions like flying use up a lot of energy, and should be done or used sparingly.

Weapons Meter

On the lower portion of the screen there are weapons meters, of up to 4 segments each, one meter for each player. Power-ups will add segments of weapons capacity to the meter to give the player more weapons power. With increasing power, the repulsors and chest beam become more powerful. Chest-based weapons such as the directional Uni-beam, and the E.M.P. super-blast deplete weapons power. A segment of weapons capacity is lost each time the player loses a life!



CONTINUING

If you lose all your lives, you may use a continue (if you have any left) to resume gameplay. To do so, press the START BUTTON before the timer reaches 0.

ABOUT YOUR WEAPONS

IRON MAN

In addition to his powerful hand-to-hand combat abilities, Iron Man uses both a Repulsor Ray and a Uni-beam. The Repulsor fires single rays as a default, and can be upgraded via power-ups to fire double-spread,

triple-spread and homing shots. The Uni-beam is a powerful chest weapon at the default power degree, and can

also be upgraded to fire Electromagnetic Pulse (E.M.P.) blasts that are devastating to enemies. Be Warned: using special weapons drains energy!

X-O Manowar

A fearsome warrior skilled in close contact fighting, X-O Manowar also has dual pulsed Ion Cannons on his wrists. His Ion Cannons work like Iron Man's Repulsor Rays. X-O's Omni Beam is his chest weapon, and can be upgraded to E. M. P. fire, and to different dispersions.

WEAPONS POWER-UPS

Iron Man and X-O Manowar have different powers and abilities but their powers are all derived from the amount of energy they have in their armor. Collect power-ups by walking over them. Armor power-ups help replenish the heroes' defensive power as they take hits. Boost power-ups replenish the heroes' flight power, and Weapons power-ups replenish their weapons systems power. Increased energy in a weapons system makes additional offensive attacks available.





IRON MAN ARMOR CAPABILITIES

Repulsor Rays

Upgrade the weapon to dual shot, triple shot or a seeker version.

Uni-Beam

A massive chest beam that will cause some real damage!

E.M.P. Device

This super weapon emanates from the Uni-beam device in Iron Man's chest plate, and works only when the weapons energy has 4 full segments.

X-O MANOWAR ARMOR CAPABILITIES

Ion Cannon

You begin the game with this wrist-mounted weapon, which can be upgraded to split shots and a seeker version.

Omni-Beam

A chest beam weapon that provides plenty of punishment."

E.M.P. Device

This super weapon emanates from the Uni-beam device in Iron Man's chest plate, and works only when the weapons energy has 4 full segments.



FEATURES

POWER-UPS

These are used by the player who picks them up first.



1-Up

Collect this to get an extra life.



Continue

This gives the player an extra continue once all lives are gone.

ARMOR (Health) POWER-UPS



Armor Up

Increases armor (health) by a small amount.



Armor Max

Increases armor (health) meter up to current capacity.



Armor Expand

Increases armor capacity (ability to absorb hits).

WEAPONS ENERGY POWER-UPS



Weapon Up

Adds a small amount of weapons energy.



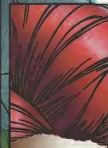
Weapon Max

Fills weapons energy to current capacity.



Weapon Expand

Adds another segment to the capacity of your weapons system, bringing more and better weapons on-line as energy increases. Having energy in the first segment gives you a normal single-shot repulsor, the second gives you a double-split repulsor shot, the third a triple split, and the fourth adds a seeker to the double-split!



BOOST FLIGHT POWER-UPS



Boost Up

Collect this to pump up boost power by a small amount.



Boost Max

Collect this to fill boost power to capacity!



Boost Expand

Collect this to add to the amount of boost power your meter holds, increasing available flight time.

DEFAULT CONTROLS

Basic controls

Some actions can only be performed by one of the heroes. A * indicates an action/control that is only for Iron Man. A † indicates an action/control that is only for X-0 Manowar.

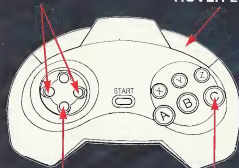
Control directions: ← = Back → = Forward

WALK = LEFT/ RIGHT

RUN = DOUBLE

TAP LEFT/RIGHT

HOVER LOCK



CROUCH

JUMP

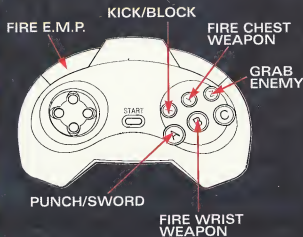
Pick Up Object ↓ + A

Throw Object ← or → + A

Flying/Hover Both heroes can fly. To activate flying, press C BUTTON when either one is in the air (press Jump button)

Hover Lock Maintain hover position by pressing the RIGHT SHIFT BUTTON. This allows you to stay in position while aiming your weapon in a different direction.

FIGHTING CONTROLS



*Dual Wrist Shot = $\downarrow \downarrow + B$

† Sword Fury = $\downarrow \downarrow A$

Fire Repulsors into Background = $\uparrow \uparrow + B$

FIRE CHEST WEAPON = Y

Discharge E.M.P. = LEFT SHFT BUTTON

Punch = A BUTTON

† Sword = A BUTTON

*Kick = X BUTTON

† Block = X BUTTON

Charge Boost Power = A + B BUTTON

Force Field = $\uparrow A + B$

The Force Field requires two energy segments, and protects you while damaging your enemies.

Pick up Enemy = Z
(when right in front of enemy)

Slam Picked-Up Enemy = A

(while holding enemy)

Different firing power and dispersion patterns are available depending on the power degree of your Repulsor and Uni-beam weapons.

Flying

In some levels, you will need to fly for extended periods. Controls in these levels are somewhat different. You do not need to input standard flying/ hover controls. Use the D-PAD to steer.

Fire Wrist Weapon = B

Fire Chest Weapon = A

Barrel Roll = C

COMBAT COMBINATIONS

Iron Man and X-O Manowar each have a full arsenal of deadly combination attacks that do lots of damage to foes. A few appear below; experiment to learn the rest of them!

*Running Kick $\rightarrow \rightarrow + X$

Running Uppercut $\rightarrow \rightarrow + A$

Punch Combination: Punch enemy quickly 3x for automatic finishing repulsor blast or overhead chop!



THE MISSIONS

There are many adventures ahead of Iron Man and X-O Manowar! Read the prelude comic starting on page 2 to learn something about the threats that await them! Then follow your mission briefings until you triumph—if you can!

Special thanks to these talented people for the prelude comic which appears on pages 2-11:

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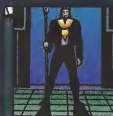
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CREATIVE SERVICES (MARVEL COMICS)

Dana Moreshead

Lisa Leatherman



CHARACTERS

29



28

Three Iron Man comic book covers are displayed side-by-side. The left cover is Iron Man #1, showing Iron Man in a dynamic pose. The middle cover is Iron Man #2, featuring Iron Man in a red and gold suit. The right cover is Iron Man #3, showing Iron Man in a red and gold suit.

Be sure to include your name, age and address on 3x5" card.

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NOTES

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